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**BEFORE THE BOARD OF PATENT APPEALS  
AND INTERFERENCES**

Application Number: 09/631,855  
Filing Date: August 03, 2000  
Appellant(s): ROWE, RICHARD

**MAILED**

DEC 01 2006

**GROUP 3600**

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Justin A. White  
For Appellant

**EXAMINER'S ANSWER**

This is in response to the appeal brief filed 10/10/2006 appealing from the Office action mailed 12/12/2005.

**(1) Real Party in Interest**

A statement identifying by name the real party in interest is contained in the brief.

**(2) Related Appeals and Interferences**

The examiner is not aware of any related appeals, interferences, or judicial proceedings which will directly affect or be directly affected by or have a bearing on the Board's decision in the pending appeal.

**(3) Status of Claims**

The statement of the status of claims contained in the brief is correct.

**(4) Status of Amendments After Final**

The appellant's statement of the status of amendments after final rejection contained in the brief is correct.

**(5) Summary of Claimed Subject Matter**

The summary of claimed subject matter contained in the brief is correct.

**(6) Grounds of Rejection to be Reviewed on Appeal**

The appellant's statement of the grounds of rejection to be reviewed on appeal is correct.

**(7) Claims Appendix**

The copy of the appealed claims contained in the Appendix to the brief is correct.

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**(8) Evidence Relied Upon**

6,500,067	Luciano	12-2002
5,470,079	LeStrange	11-1995

**(9) Grounds of Rejection**

The following ground(s) of rejection are applicable to the appealed claims:

Claims 1-22 and 25, 26 are rejected under 35 U.S.C. 103(a) as being unpatentable over Luciano (6,500,067) in view of LeStrange (5,470,079).

Luciano discloses a casino environment, games at the casino, gaming devices at the casino (col 1, lines 15-40) .

Luciano further discloses that these gaming device (Player Terminals) can issue cash vouchers at the gaming device itself (col 1, lines 50-53) that vouchers issued by a gaming device can be used at other gaming devices (col 1, lines 5-62).

Luciano further discloses that the vouchers are encoded with indicia that are readable by a machine (col 2, lines 1-15; col 8, lines 32-37; col 8, lines 65-67). Therefore, since the gaming devices read the vouchers, the gaming devices are also machines. Luciano also discloses that the gaming device is a machine (col 7, lines 40-45 and col 7, lines 55-57).

Also, the online Merriam-Webster dictionary at [www.m-w.com](http://www.m-w.com) defines 'device' as 'f : a piece of equipment or a mechanism designed to serve a special purpose or perform a special function' and 'machine' as 'f : a mechanically, electrically, or electronically operated device for performing a task <a calculating *machine*> <a card-sorting *machine*> g : a coin-operated device <a cigarette *machine*>'.

Also, Luciano discloses a bar coded ticket and a scanner (Abstract).

Luciano discloses a handheld scanner (Fig. 4).

Luciano further discloses that the gaming device can issue cash and/or cash vouchers (col 2, line 63-col 3, line 3).

Luciano further discloses checking cash value amounts (col 5, lines 28-42; col 6, lines 40-51; col 6, line 62-col 7, line 5).

Luciano further discloses accepting voucher, cash, and an audit printer (Fig. 3, items 34, 38, and 'Audit Printer').

Luciano is considered to disclose the step of accepting and crediting at a gaming machine including retrieving money and reading cash vouchers unique identifying element, and reconciling and sorting (column 5 lines 23-43).

Luciano further discloses that the voucher can be utilized at a gaming terminal and that the central system tracks retrieves, tracks, organizes, and verifies the utilization of vouchers (col 1, lines 40-col 2, line 15).

Additionally, Luciano discloses a player terminal (PT ) connected to a central system (Fig. 1). Luciano discloses that vouchers and currency can be accepted (Fig. 5, item 46) and that tickets and coins can be dispensed (Fig. 5, item 47, item 48). Luciano discloses that both the gaming device (PT) and cash exchange terminal (CET) can perform voucher, currency, ticket, coin exchanges (Fig. 5, col 3, lines 25-29). Luciano discloses that a PT is a player terminal or gaming device (col 3, lines 25-29). Luciano discloses the utilization of a voucher or cash ticket with bar code and other identifying information (Fig. 6; col 3, lines 28-31). Luciano discloses generating vouchers that can be utilized at PT (Fig. 7; Fig. 8) and that vouchers can be utilized at

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PT (Fig. 9) and that vouchers are validated (Fig. 9) and that a player can be given a voucher/ticket at the end of playing as an award credit for playing (Fig. 9, 'Player Removes Ticket'; Fig. 10). Luciano discloses that a player can utilize cash at a PT and that the user can reward the user with cash or a voucher/ticket (Fig. 12; Fig. 13; col 3, lines 57-61).

Luciano further discloses the utilization of cash or vouchers with gaming machines and that the vouchers can be tracked:

“(8) The applicants have invented a method and apparatus that can be, but need not necessarily be, cashless and does not require the player to insert cash at the gaming device itself. The applicants' method and apparatus prints a unique voucher from one of several different types of terminals on a gaming device network. The cash voucher is accepted by the networked gaming devices (player terminals or PTs) in order to play the games on those networked devices (preferably games of chance). The method and apparatus preferably allows for the issuance of a voucher from a cashier terminal operated by a cashier (CT), an optional mobile cashier terminal (MCT), an optional automated cash exchange terminal (CET), or from a player terminal (PT);

(9) When a voucher is issued, a record of the voucher and its corresponding value are preferably recorded on a database in a separate computer called a player account server (PAS). The voucher preferably may be redeemed for value at a CT or MCT. The voucher may also be used to enable the transfer of credits from the database to a PT, so that a player may elect to play at a different gaming device by generating a voucher on one PT and inserting it into another, without use of cash” (col 1, line 40-62).

Luciano further discloses the utilization of casino type gaming and that the Player Terminal (PT) can be a gaming device (col 1, lines 15-17; col 3, lines 25-29).

Luciano further discloses auditing of transactional information the gaming machines (Fig. 3, 'Audit Printer').

Luciano does not explicitly disclose extensive auditing and accounting features.

However, LeStrange discloses a gaming machine connected to a central computer (Fig. 1), that a gaming machine can utilize a variety of credit forms such as money, coins, bills, promos, debit and credit cards, vouchers, bills, and coupons, and that credit, cashless, and cash play are possible, and that the levels of these credits are monitored with meters (Fig. 2). LeStrange discloses that coins or cash (Fig. 3); credit or vouchers (Fig. 4a; Fig. 4b; Fig. 5b) can be utilized for game play.

LeStrange further discloses the utilization of a wide range of gaming machines:

“(2) FIG. 1 illustrates the preferred embodiment of a gaming machine system in accordance with the present invention. Box 10 represents a gaming machine which includes a structure for accepting currency or the equivalent from a player and for paying out cash or other items of monetary value. The system of the present invention can be used with a variety of different types of gaming machines such as slot machines, video poker games and video lottery systems. Gaming machine 10 can also be configured to accept cash in forms other than coin, and items of monetary value in forms other than cash. For example, gaming machine 10 can be equipped with a multiple card reader and key pad 12 for accepting payment in the form of credit cards, smart cards or other data cards containing player credit accounts. In addition, gaming machine 10 can be equipped with a note or bill acceptor 14 capable of

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accepting paper money or notes in various denominations or bar coded coupons" (col 4, line 55- col 5, line 5).

LeStrange discloses that vouchers/coupons/tickets and/or cash can be utilized with gaming machines, that vouchers and/or cash can be utilized for payout, and that vouchers can be a printed ticket:

"6) Today, the increased sophistication of gaming machine technology has greatly increased player options. For example, gaming machines have been devised which can accept currency in forms other than coin. An example of a gaming machine that is equipped with a bill acceptor for accepting paper currency is 10 described in U.S. Pat. No. 5,113,990. Indeed, gaming machine technology has advanced to such a stage that it is now possible for gaming machines to accept items of monetary value in forms other than cash. For example, slot machines and video gaming machines are now being built which are equipped with magnetic card readers or smart card readers that can accept monetary credit from a player account stored on casino credit cards, or from the player's commercial credit card. An example of such a gaming machine is disclosed in U.S. Pat. No. 5,038,022. In such machines, winnings can be credited to the card instead of being paid out in coin. Other forms of cashless gaming machines available today include machines that accept bar coded coupons and video lottery machines that offer many games, often of various kinds, within a single cabinet and which pay winnings on printed vouchers issued by the machine (col 1, line 41-65);

(7) The addition of these new forms of wagering and payout instruments has greatly complicated the machine accounting problem. For example, it is now possible for a player to input dollar bills or credit from a credit card into a gaming machine and cash out immediately

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without placing any bets. In this case, the game credit purchased and cashed in by a player has never become part of game activity. Because not all coins dispensed by a gaming machine are the result of game winnings, monitoring game activity is no longer a simple matter of tracing coin outflows and coin inflows. Accordingly, the calculation of hopper level and game win percentage must take into account "vended credits", i.e., credits purchased but not risked (col 1, line 65-col 2, line 10);

(30) "Collect" events, however, result in different actions. If the player requests a payout of the available game credit (as determined by collect decision block 310), the accounting system subtracts the amount of the available credit from the balance in the residual credit meter 32 (at block 314) until the residual credit meter is reduced to 0. If the residual credit meter has been reduced to 0, the system then increases the game out meter 37 by the excess of the amount collected over the previous balance in the residual credit meter, if any (as determined by decision block 316), and resets the game credit meter 30 at block 312 as was done during credit game play described above. However, in contrast with traditional coin hopper machines, in cashless gaming the machine may support several forms of payouts to the player. Accordingly, at blocks 320a, 320b and 320c the accounting model determines the form of payout made by the gaming machine. If the payout is to be added to the balance on the player's ABA or casino credit card account (decision block 320a), the accounting system stores this amount in the ABA credit out meter 66 or the credit card credit out meter 70, respectively, at block 322a. If, instead, the payout is to be in the form of a printed voucher (decision block 320b ), the system increments the cash voucher meter 73 at block 322b as the ticket is printed. Finally, if the payout is to be made

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from the coin hopper (decision block 320c), the accounting system need not take any action (col 10, line 65-col 11, line 25).

LeStrange discloses monitoring and/or tracking and/or auditing the wide range of credit useable for gaming machines:

“(10) To further complicate the accounting problem, rules established by many gaming regulatory commissions require that all gaming locations account separately for all of the different forms of monetary value that can be accepted by modern gaming machines. Specifically, most jurisdictions require a complete audit of all wagers found in the coin and currency cash boxes. In machines equipped with coupon readers, the currency box may contain bar coded coupons of varying amounts in addition to cash. In the case of cashless wagers (e.g., those placed from player charge accounts), there may be no physical equivalent in either box. Yet the gaming locations's accounting system must provide an audit trail for each of these betting instruments. In addition, the rules require a separate accounting of the different forms of machine payouts. For example, where machine payouts are in the form of printed vouchers, the vouchers will be redeemed and stored at the redemption locations. Because the vouchers are relatively easy to forge or duplicate, the accounting system must also provide a record of these tickets against which payment can be made. To date, accounting system methodologies do not provide a convenient and unified mechanism for auditing betting activity in all of these different forms (col 2, line 39-61);

(6) The accounting meters 34 provide a complete record of all gaming activity at the gaming machine. Monetary flows are tracked by a plurality of drop meters 38, one drop meter 38 for each of the different forms of monetary value accepted by gaming machine 10. The coin

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drop meter 54 is known in the art and represents the total value of coins that have been diverted to a "drop bucket" in the gaming machine cabinet and thus can be collected by the casino. In accordance with the invention, a number of additional "drop" meters are provided that represent monetary value that is collected by the casino in all of its different forms. The drop meters include: a bill count drop meter 56 which counts all paper currency that has been inserted into a note acceptor; a promo drop meter 58, which counts all promotional credits that are received by the gaming machine from any source (including, e.g., credits from coupons or cards issued by the casino or from "bonus points" generated by the machine itself); a debit card drop meter 60, which counts all credits from debit memory cards (i.e., cards which cannot receive additional credit from the gaming machine); and a coin sale drop meter 62, which counts all credits received from a "change person's" memory card, which is inserted into the gaming machine to provide coins for a player in exchange for paper currency;

(7) The accounting meters 34 also include meters for tracking other monetary flows. For example, the bill and coupon denomination meters 72 provide a count of the number of bills of various denominations and the total number and value of bar coded coupons that have been received by the gaming machine. Credit card transactions for cashless game play are tracked in the ABA credit in meter 64, ABA credit out meter 66, credit card credit in meter 68 and credit card credit out meter 70. The difference between the credit in and credit out meters is equivalent to a credit card drop meter. The details of credit card accounting in conformance with the present invention are described below. Finally, for tracking an alternative form of monetary outflow, the cash voucher meter 73 counts the total value of all printed vouchers that have been issued by the machine (col 5, line 65-col 6, line 35);

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(18) In this mode, gaming machine 10 is capable of accepting currency in forms other than coin and items having monetary value in forms other than cash. For example, gaming machine 10 can be equipped with a bill acceptor 14 for accepting paper currency or bar coded coupons instead of coins. In addition, gaming machine 10 may include a special card reader 12 for accepting promotional tickets or debit cards having a specified dollar amount available for gambling. These tickets or cards can be issued by casinos for promotional events or as a means for limiting the amount of money that a player can gamble in states where the maximum amount is specified by law. In this form of gambling, the player has the option of collecting the amount of credit purchased without placing any amount at risk and, therefore, the amount purchased cannot be reflected immediately in the game play meter 39. Accordingly, the accounting system segregates credit purchased but not risked from other credit available, such as that available from game winnings;

(19) FIG. 4 is a flow chart showing the operation of the accounting system during credit game play. At decision block 200, the system determines if items of monetary value have been inserted by the player. Once this has occurred, the system increments the game credit meter 30 (at block 202) to reflect the newly purchased game credit and also increments the residual credit meter 32 (at block 204) indicating that the credit purchased is not yet part of game play. At decision blocks 206a, 206b, 206c and 206d, the accounting system discerns which form of monetary value has been input by the player and increments the bill count, promotional, debit card or coin sale drop meters as appropriate (at blocks 208a, 208b, 208c and 208d). If paper currency has been input by the player, the accounting system also records the denomination of the bill inserted on the bill denomination meters 72 at block 210. If, instead, a bar coded

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coupon has been inserted, a meter representing the number of coupons accepted is incremented and another meter that tracks total coupon value is increased by the value of the coupon;

(20) At decision block 206b, the system determines whether "promotional" credit has been purchased. Usually, this is credit issued to a player by the gaming location as a reward or in connection with a promotional event. Because these credits do not represent income for the casino, they will not be accounted for among the currency or credit card drop meters. Rather, the accounting system will track these credits through the promo drop meter 58 (block 208b). It should be noted that in some states bar coded coupons, although often promotional in nature, must be counted as part of the casino's drop. Therefore, in these states the accounting system will accumulate credits from bar coded coupons on the bill count drop meter 56" (col 8, lines 1-54).

Therefore, it would have been obvious to one having ordinary skill in the art at the time the invention was made to add LeStrange's wide range of casino games and accounting/auditing/tracking features for cash and cashless gaming machines to Luciano's cash and cashless gaming machines. One would have been motivated to do this in order to better audit or track the utilization of cash and cashless credits at gaming machines.

Also, in regards to Claims 10, 13, 16, Luciano and LeStrange disclose the invention above. And, Luciano discloses a bar coded ticket and a scanner (Abstract). Luciano discloses a handheld scanner (Fig. 4).

Also, in regards to Claim 26, Luciano and LeStrange disclose the invention above. And, Luciano discloses a printed ticket (col 1, line 40-62). Also, LeStrange discloses a printed ticket (col 10, line 65-col 11, line 25).

**(10) Response to Argument**

Examiner notes that the combination of the prior art renders obvious the features of the Appellant's independent claim 1.

In reference to independent claim 1, the combination of Luciano in view of LeStrange renders obvious:

issuing at least one cash voucher having a particular cash value associated therewith (Luciano, Abstract, Fig. 6);

accepting by said at least one gaming machine said at least one cash voucher (Luciano, Fig. 9);

crediting said particular cash value to a player of said at least one gaming machine (Luciano, Fig. 9);

generating a record regarding said at least one accepted cash voucher (Luciano, Fig. 9, 'PT Generates Unique Code. . .PT Send Code and Amount'),

storing said at least one cash voucher in said at least one gaming machine (Luciano, Fig. 9, 'Hold Voucher'; Fig. 10; Fig. 5, 'Voucher/Currency Reader' of the gaming device);

retrieving one or more cash vouchers from said at least one gaming machine (since Luciano stores, it is obvious that Luciano retrieves; also, LeStrange, col 2, lines 39-col 3, line 5, 'most jurisdictions require a complete audit of all wagers found in the coin and currency cash boxes. . .the currency box may contain bar coded coupons in varying amounts in addition to cash'); and

comparing information from said one or more retrieved cash vouchers to

information regarding said at least one accepted cash voucher contained in said record (Luciano, Fig. 11; LeStrange, col 2, lines 39-col 3, line 5; col 5, line 65-col 6, line 35).

And, the preceding is obvious in light of the rejection above.

The below is in response to Appellant's Arguments.

Examiner notes that it is the Applicant's claims as stated in the Applicant's claims that are being rejected with the prior art. Also, although the claims are interpreted in light of the specification, limitations from the specification are not read into the claims. See *In re Van Geuns*, 988 F.2d 1181, 26 USPQ2d 1057 (Fed. Cir. 1993). And, Examiner notes that claims are given their broadest reasonable construction. See *In re Hyatt*, 211 F.3d 1367, 54 USPQ2d 1664 (Fed. Cir. 2000).

Examiner also notes that while specific references were made to the prior art, it is actually also the prior art in its entirety and the combination of the prior art in its entirety that is being referred to. Also, one cannot show nonobviousness by attacking references individually where the rejections are based on combinations of references. See *In re Keller*, 642 F.2d 413, 208 USPQ 871 (CCPA 1981); *In re Merck & Co.*, 800 F.2d 1091, 231 USPQ 375 (Fed. Cir. 1986).

Examiner further notes that it must be presumed that the artisan knows something about the art apart from what the references disclose. *In re Jacobv*, 309 F.2d 513, 135 USPQ 317 (CCPA 1962). The problem cannot be approached on the basis that artisans would only know what they read in references; such artisans must be presumed to know something about the art apart from what the references disclose. *In re Jacoby*. Also, the conclusion of obviousness may

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be made from common knowledge and common sense of a person of ordinary skill in the art without any specific hint of suggestion a particular reference. In re Bozek, 416 F.2d 1385, USPQ 545 (CCPA 1969). And, every reference relies to some extent on knowledge or persons skilled in the art to complement that which is disclosed therein. In re Bode, 550 F.2d 656, USPQ 12 (CCPA 1977).

And, the above considerations were applied to the claim rejections above and the response to arguments following.

**2.**

**(a)**

On page 10 of the Appellant's Appeal Brief dated 10/10/2006, Appellant states that, "Neither Luciano nor LeStrange teaches 'storing' a voucher in a gaming machine".

However, Luciano discloses storing a voucher in a gaming machine (Abstract, Fig. 6; Fig. 9, 'Hold Voucher'; Fig. 10; Fig. 5, 'Voucher/Currency Reader' of the gaming device).

**(b)**

On page 11, Appellant states, "Neither Luciano nor LeStrange teaches 'retrieving' vouchers from a gaming machine."

However, since Luciano discloses storing vouchers in a gaming machine (Fig. 9, 'Hold Voucher'; Fig. 10; Fig. 5, 'Voucher/Currency Reader' of the gaming device), it is obvious that those vouchers need to be retrieved.

Also, LeStrange discloses a wide variety of currency/credit/coupons/etc for playing a

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gaming machine (Fig. 2, Fig. 4a, Fig. 4b) and retrieving the vouchers/credit/coupons from the gaming machine (col 2, lines 39-col 3, line 5) and that tracking/accounting procedures can be performed for the vouchers/credit/coupons that have been placed into or utilized at the gaming machine (LeStrange, col 2, lines 39-col 3, line 5, col 5, line 65-col 6, line 35).

Also, note that LeStrange states that it is old and well known ('Background of the Invention') that the coins, cash, coupon/vouchers in the game machine need to be physically retrieved, sorted, counted, verified, accounted for, audited (col 2, line 39-col 3, line 5; and below citations):

"most jurisdictions require a complete audit of all wagers found in the coin and currency cash boxes. . .the currency box may contain bar coded coupons in varying amounts in addition to cash" (col 2, lines 43-50);

"To further complicate the accounting problem, rules established by many gaming regulatory commissions require that all gaming locations account separately for all of the different forms of monetary value that can be accepted by modern gaming machines. Specifically, most jurisdictions require a complete audit of all wagers found in the coin and currency cash boxes. In machines equipped with coupon readers, the currency box may contain bar coded coupons of varying amounts in addition to cash. In the case of cashless wagers (e.g., those placed from player charge accounts), there may be no physical equivalent in either box. Yet the gaming locations's accounting system must provide an audit trail for each of these betting instruments" (col 2, line 39-50).

Note from the above citations that the that the coins, cash, coupon/vouchers in the game machine need to be physically retrieved, sorted, counted, verified, accounted for, audited.

(c)

On page 12, Appellant states, “Neither Luciano nor LeStrange teaches ‘sorting’ retrieved vouchers from bill monies.”

However, Luciano’s gaming machine receives both vouchers and bill monies (Abstract; Fig. 5, ‘Voucher/Currency Reader’ of the gaming device).

And, LeStrange discloses a wide variety of currency/credit/coupons/etc for playing a gaming machine (Fig. 2, Fig. 4a, Fig. 4b) and retrieving the vouchers/credit/coupons from the gaming machine (col 2, lines 39-col 3, line 5) and that tracking/accounting procedures can be performed for the vouchers/credit/coupons that have been placed into or utilized at the gaming machine (LeStrange, col 2, lines 39-col 3, line 5, col 5, line 65-col 6, line 35).

Therefore, it is obvious that the vouchers and bill monies of Luciano need to be separated and can be sorted in order to perform accounting procedures as LeStrange discloses.

Also, please see 2.(b) preceding.

(d) On page 13, Appellant states, “Neither Luciano nor LeStrange teaches ‘comparing’ information from retrieved vouchers to information regarding accepted vouchers”.

However, Luciano discloses comparing’ information from retrieved vouchers to information regarding accepted vouchers (Fig. 9; Fig. 10; Fig. 11).

(e) On page 14, Appellant states, “Neither Luciano nor LeStrange teaches ‘starting a time period’ or ‘ending a time period’ regarding accepting vouchers at a gaming machine.”

However, Luciano discloses tracking the date and time of voucher issuance at the gaming machine (claim 11). And, LeStrange discloses tracking each game that is played at the game machine and the time that the game is played (col 11, line 57-col 12, line 12). And, LeStrange discloses accounting and tracking for the activity at the game machine as disclosed above. Hence, it is obvious to one skilled in the art that the game machines have clocks and that the game machines can have times or time periods when they are functional or time periods for which accounting is performed or time periods for which the machines were shut down in order to retrieve the coins/cash/coupons/vouchers from the gaming machine.

**3.**

(a) On page 14, Appellant states that the combination of the prior art does not render obvious, "sorting said at least one cash voucher from said at least one bill money."

Please see 2.(c) above.

(b) On page 15, Appellant states that the combination of the prior art does not render obvious, "reading information from said at least one cash voucher after said at least one cash voucher is retrieved from said at least one gaming machine."

However, Luciano discloses that the game machine holds cash and vouchers (Abstract; Fig. 5, 'Voucher/Currency Reader' of the gaming device).

Luciano discloses a cashier connected to the game machines (Fig. 1) and that the cashier performs audit printing of transaction, voucher, and cash information (Fig. 3, 'Audit Printer; Fig 4).

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And, LeStrange discloses accounting and auditing of transactions at game machines (col 2, line 39-col 3, line 5). And, LeStrange discloses retrieving and auditing the physical coins/cash/coupons/vouchers in the gaming machine (see 2.(b) above).

Therefore, it is obvious to one skilled in the art that the amount of cash voucher retrieved from the machine can be verified.

(c) On page 15, Appellant states that the combination of the prior art does not render obvious, "reconciling said at least one accepted cash voucher with said one or more retrieved cash vouchers."

However, Luciano discloses reconciling said at least one accepted cash voucher with said one or more retrieved cash vouchers (Fig. 9; Fig. 10; Fig. 11).

4.

(a) Please see 2.(c) above.

(b) Please see 2.(a) above.

(c) On page 17, Appellant states that the combination of the prior art does not render obvious an, "appropriate 'computing device' taught by the prior art".

However, Luciano discloses reconciling said at least one accepted cash voucher with said one or more retrieved cash vouchers (Fig. 9; Fig. 10; Fig. 11). And, LeStrange discloses accounting and auditing of transactions at game machines (col 2, line 39-col 3, line 5).

5.

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(a) On page 17, Appellant states that the combination of the prior art does not render obvious, "wherein said sorting mechanism includes a high speed scanner."

However, Luciano discloses a bar coded ticket and a scanner (Abstract). Luciano discloses a handheld scanner (Fig. 4). Luciano discloses a scanner/bar code reader (Fig. 3, 'Bar Code Reader'; Fig. 5, 'Voucher/Currency Reader').

(b) On page 18, Appellant states that the combination of the prior art does not render obvious, "wherein said sorting mechanism includes a bill sorter and a reject area and said sorting mechanism is arranged to sort said cash vouchers into said reject area."

However, Luciano discloses that said sorting mechanism includes a bill sorter and a reject area and said sorting mechanism is arranged to sort said cash vouchers into said reject area (Fig. 9, 'Voucher Rejected'; Fig. 11, 'CT Rejects Voucher').

(c) On page 18, Appellant states that the combination of the prior art does not render obvious, "wherein said soft count system includes means for generating an image of at least one of said cash vouchers."

However, Luciano discloses cash vouchers with information and graphics (Fig. 6) and Luciano discloses a cashier terminal and/or game machine that can receive cash vouchers, scan cash vouchers, has an audit printer, and a video display (Fig. 2; Fig. 4; Fig. 3, 'Video Display', 'Bar Code Reader', 'Voucher Printer'; 'Audit Printer'; Fig. 5, 'Voucher/Currency Reader', 'Video Display', 'Customer Display'). Hence, it is obvious that the device of Luciano that scans cash vouchers, performs auditing, and has video displays and customer displays can generate an

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image of a cash voucher.

Hence, the combination of the prior art renders obvious the features of the Appellant's claims.

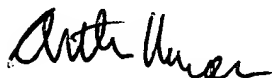
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**(11) Related Proceeding(s) Appendix**

No decision rendered by a court or the Board is identified by the examiner in the Related Appeals and Interferences section of this examiner's answer.

For the above reasons, it is believed that the rejections should be sustained.

Respectfully submitted,



Arthur Duran

Primary Examiner

11/1/2006

Conferees:

Eric Stamber



Jeff Carlson

